

Eli Gregory

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Well over a decade of iOS development, I've built a wide variety of tasteful apps for companies at all sizes, with a keen product sense, natural design instincts, and deep engineering curiosity. I'm comfortable making sustainable, best-practice decisions, iterating quickly and prioritizing the needs of the business. I obsess on the details and won't ship unless I'm confident in the product. My sweet spot is building apps from 0 to 1.

iOS

- **Modern Stack:** Swift, SwiftUI, Swift Concurrency, Swift Packages (modular feature development), Swift Data (local storage), TCA (3rd party architecture: composable & testable), Xcode Cloud (CI/CD), Swift Testing (unit testing), ViewInspector (3rd party SwiftUI view unit testing), TestFlight (beta distribution), Instruments (app profiling), Xcode & ChatGPT Plus & Cursor (accelerated dev, test & doc writing)
- **Legacy:** Objective-C, UIKit, MVC, Core Data, Grand Central Dispatch (GCD), Storyboards, XIBs, CocoaPods, Carthage

ADDITIONAL PLATFORMS

- **GIS & Mapping:** ArcGIS Maps SDK (Native platforms), ArcGIS Online, ArcGIS API for Python, ArcGIS Pro, Apple MapKit
- **Web Apps:** Node & Express JS, Gatsby JS, Ruby on Rails, Python Flask, Python Django
- **Embedded Systems:** Arduino, Pixel Pusher, Raspberry Pi

EDUCATION

- **Indiana University** Bloomington, Indiana
B.S. Informatics @ School of Informatics, Computing and Engineering 2010
 - Double Minor: Fine Arts (Graphic Design), Telecommunications

EXPERIENCE

- **Freemodel** Remote
Senior Software Engineer, iOS Client Apps July 2022 – December 2024
 - Early hire to venture backed Silicon Valley startup, the "Uber for home remodeling" - built, tested and shipped client app from 0 to 1 (feature complete).
 - Contributed 44.3% of surviving lines of code for codebase with 5 contributors, over 2.5 years.
 - Tactfully built foundational infra and established early architectural patterns, balancing velocity with longer term sustainable code.
 - Directly responsible for three major successful product releases, supplanting business operations from manual spreadsheets to automated digital platform (the company moat).
 - Led tech eval of Skip.tools, a Swift & SwiftUI to Kotlin & Jetpack Compose transpiler for cross platform app development.

[crunchbase]

- **Esri** Portland, Oregon
Product Owner, ArcGIS Open Source Apps June 2019 – June 2021
 - Led a multi-disciplinary team building a portfolio of 14 location based apps across 7 platforms, published in open source. Github community insights reported 100+ daily unique clones, collectively.
 - Smaller team size required me to adopt multiple roles (Product, Developer, Designer, Docs Writer, GIS Analyst.)
 - Fostered community as an ArcGIS developer advocate on the ArcGIS for developers website, at Esri flagship events (Developer Summit, User Conference), and at quarterly Meetups in the Portland R&D center.

[developers.arcgis.com]

- **Esri**

iOS Software Engineer, ArcGIS Open Source Apps

Portland, Oregon

November 2017 – June 2019

- Primary iOS developer of 3 location based apps, published in open source. Engaged with open source community through docs and Github. Published UIs in open source toolkit.
- Authored 14+ tutorials teaching how to develop apps using the ArcGIS Runtime API for iOS.
- Featured speaker of open source technology products to a crowd of 3K at the 2019 Esri Developer Summit Plenary in Palm Springs, CA.

[youtube.com]

- **Moishe House Foundation**

iOS Software Engineer & Technical Team Lead

Remote

July 2015 – July 2017

- Technical lead for org's internal operations software reaching thousands of users annually.
- Developed iOS app assisting org with accounting millions (\$) in annual spending on community programming.
- Architected mobile API for Ruby on Rails back end.

[moishehouse.org]

- **Dot Dot Dash Inc.**

iOS Software Engineer

Portland, Oregon

June 2014 – July 2015

- Built iOS app controlling LED holiday lights using BLE; lights sold in Apple stores winter 2014 holiday season.
- Built iOS camera app to accompany lenses affixable to mobile devices.
- Assisted in development and installation of generative, experiential art installations.

[dotdotdash.io]

- **The John F. Kennedy Center for the Performing Arts**

iOS Software Engineer & Software QA Engineer

Washington, D.C.

September 2010 – 2014

- QA for digital platform of online arts integrated educational content.
- Developed Arts Days Twitter Bot posting engaging tweets daily.
- Developed Arts Days iOS App shown in Apple's 2013 WWDC Keynote.

[kennedy-center.org]

- **Kibbutz Lotan Center for Creative Ecology**

Ecological Volunteer

Hevel Eilot, Israel

July 2011 – November 2011

- Assisted research project analyzing the energy efficiency of structures built using earthen materials vs traditional cinderblock; Ben Gurion University.
- Learned permaculture and sustainability.

[kibbutzlotan.com]

LIFESTYLE & INTERESTS

- Scuba Certified, Wilderness Backpacker, Community Leader, Code Mentor, WIT Advocate, Travel Enthusiast.